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ABSTRACT

This annotated bibliography describes more than 60 children's computer books recommended for inclusion in an average size children's library collection. These books were published between 1983 and 1985, and each was chosen by a committee of children's librarians. The list is arranged in three sections: (1) Computer Literacy; (2) How to Program; and (3) Programs for Input. Entries include author, title, publisher, publication date, ISBN number, price, Library of Congress call number, and a short annotation. (Author/THC)

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COMPUTER BOOKS FOR CHILDREN

A BASIC LIST

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COMPUTER BOOKS FOR CHILDREN

COMPUTER LITERACY

J001.64
AR28C
Ardley, Neil. COMPUTERS. Watts, 1983. ISBN 0-531-09219-4 $9.90
After describing computer software and hardware, Ardley gives a short history of computers from the abacus to the pocket microcomputer, emphasizing their impact on society, e.g., computers at war, in industry, etc. Grades 4 up.

J652
B453W
Berger, Melvin. WORD PROCESSING. Watts, 1984.
ISBN 0-531-04729-6 $8.90
Technical features of word processing such as editing and formatting make typing easier and special features such as merge and dictionary help with related tasks. Case studies show how word processing helps in a variety of situations. Grades 5 up.

J001.64
B496M
Billings, Charlene. MICROCHIP: SMALL WONDER. Dodd, 1984.
ISBN 0-396-08452-4 $7.95
Fine details of how a chip is made and works are illustrated with sharp black and white photos. The future use and design of the microchip is also discussed. Grades 4-6.

J001.64
C245S
Carter, Alden R. and LeBlanc, Wayne J. SUPER-COMPUTERS. Watts, 1985. ISBN 0-531-04931-0 $10.90
The fifth generation computer "war" with Japan may soon strongly affect the computer industry and may well affect the power structure of the world, according to the authors. Grades 6 up.

J001.64404
C784E
Cooper, Carolyn E. ELECTRONIC BULLETIN BOARDS. Watts, 1985.
ISBN 0-531-04907-8 $8.50
Electronic bulletin boards are an effective way to communicate between computers. Ways to gain such online access are given. Definitions, index and appendices are thorough. Grades 5 up.

J794
D569E
D'Ignazio, Fred. ELECTRONIC GAMES. Watts, 1982.
ISBN 0-531-04396-7 $8.90
The history of electronic games and how they work includes a consumer-oriented comparison of games currently available. Grades 5 up.

J001.64
D569M
D'Ignazio, Fred. MESSNER'S INTRODUCTION TO THE COMPUTER.
Messner, 1983. ISBN 0-671-42267-7 $10.29
The evolution of the computer from its pioneer inventors to the development of various computer languages, games, and modern computer applications are described. There is also a brief discussion of the future. Grades 6 up.

J001.535 D'Ignazio, Fred. THE SCIENCE OF ARTIFICIAL INTELLIGENCE.
D569S Watts, 1984. ISBN 0-531-04703-2 $8.90
Artificial intelligence is what enables a machine to think like a living creature. Matching human intelligence is a distant goal. The book explains its use in robot and computer technology. Grades 6 up.

J001.64 D'Ignazio, Fred. THE STAR WARS QUESTION AND ANSWER BOOK
D5692 ABOUT COMPUTERS. Random, 1983. ISBN 0-394-95686-9 $7.99
An appealing colorful question-and-answer format uses R2-D2 and C-3PO of Star Wars fame to guide the reader through the new technologies of computer applications. Grades 4-6.

J001.64023 Greene, Laura. CAREERS IN THE COMPUTER INDUSTRY. Watts,
G833C 1983. ISBN 0-531-04636-2 $8.90
Business uses, data processing, systems analysis and programming, engineering and technical careers are all described. Grades 5 up.

J001.640922 Greene, Laura. COMPUTER PIONEERS. Watts, 1985.
G833C ISBN 0-531-04906-X $9.40
More than twenty-five early computer pioneers are biographically described from Blaise Pascal in the 1600's to the 20th century Grace Murray Hopper who helped to develop COBOL, a computer language used by the business community. Black and white photographs add to the informative text. Grades 5 up.

J621.3819584 Herda, D. J. COMPUTER MAINTENANCE. Watts, 1985.
H418C ISBN 0-531-04905-1 $8.50
The maintenance of computers deals with troubleshooting, dirt and pollutants, heat buildup, electromagnetic interference, static electricity, power disturbances, and mechanical malfunctions. Grades 5 up.

J001.64 Hintz, Sandy and Hintz, Martin. COMPUTERS IN OUR WORLD,
H597C TODAY, AND TOMORROW. Watts, 1983. ISBN 0-531-04639-7 $8.90
Computers in medicine, business, government, law enforcement, science, technology, entertainment, education, and at home are discussed. Grades 5 up.

J001.64 Holland, Penny. LOOKING AT COMPUTERS. Watts, 1984.
H719L ISBN 0-531-04877-2 $9.40
Fun learning activities, some that require a computer and some that do not, are included in this introduction to the computer. Grades 3-5.

J001.5403 ILLUSTRATED COMPUTER DICTIONARY. Childrens Press, 1983.
IL602 ISBN 0-516-00815-3 $9.95
Over one thousand computer related terms are briefly defined in this helpful handbook written by the editors of Consumer Guide. Grades 5 up.

J621.381952 Litterick, Ian. HOW COMPUTERS WORK. Bookwright Press, 1983.
L718H ISBN 0-531-04778-4 $9.40
In a colorful, appealing format, the computer is presented with focus on its parts, silicon chips, power pack, memory, keyboard, visual and flat displays, etc. A glossary and further information list is appended. Grades 4-6.

J629.892 Litterick, Ian. ROBOTS AND INTELLIGENT MACHINES. Bookwright
L718R Press, 1984. ISBN 0-531-04773-3 $9.40
The uses of robots for dangerous, repetitive and accurate work, bionic parts and moral issues are discussed in a brightly illustrated format. Grades 4-6.

J001.64 Markle, Sandra. KIDS COMPUTER CAPERS. Morrow, 1983.
M341K ISBN 0-688-02378-9 $9.36
Beginning with an exciting computer game scenario, this computer book gives a little history, some technology, and programming that emphasizes flowcharts and games. Grades 5 up.

J001.64 Richman, Ellen. THE RANDOM HOUSE BOOK OF COMPUTER LITERACY.
R411R Random House, 1983. ISBN 0-394-72124-X $9.95
The concise presentation of how computers work and are used, and how to program in BASIC includes many diagrams and cartoons that ease the task of learning. Grades 5 up.

J001.64 Simon, Seymour. YOUR FIRST HOME COMPUTER: BUYING IT, USING IT,
SI55Y AND KEEPING IT WORKING. Crown, 1985.
ISBN 0-517-55212-4 $10.95
Using an informal style, the author discusses how to buy, use, and maintain a personal computer. Grades 5 up.

J001.6443 Stevens, Lawrence. COMPUTER GRAPHICS BASICS. Prentice Hall,
ST47C 1984. ISBN 0-13-163054-2 $9.95
Techniques of computer graphics on home computers serve as both an art medium and tool. One chapter is devoted to the Macintosh, the graphics computer. Grades 4 up.

J610.2854 Stwertka, Albert & Eve. COMPUTERS IN MEDICINE. Watts,
ST99C 1984. ISBN 0-531-04846-2 $8.00
Stwertka discusses the many ways that computers are used in medicine such as in the admitting department, research through data banks, and in the design and manufacture of artificial limbs and joints. Grade 6 up.

J001.64 Z75C
Zomberg, Paul G. A LOOK INSIDE COMPUTERS. Raintree Publishers, 1985. ISBN 0-8172-1409-7 $11.64
Zomberg covers the history of the computer, its parts, working with a computer and its uses. Brief, easy-to-understand information is illustrated in a colorful format. Grades 4-6.

HOW TO PROGRAM

J001.6424 AU54B
Ault, Roz. BASIC PROGRAMMING FOR KIDS. Houghton Mifflin, 1983. ISBN 0-395-34920-6 $12.45
Ault's guide to programming the home computer in BASIC for Apple, Atari, Commodore, Radio Shack, Texas Instruments, and Timex Sinclair computers emphasizes the ways computers are both fun and helpful. Grades 4-8.

J001.642 B644P
Boren, Sharon. A PET FOR KIDS. Dilithium Press, 1983. ISBN 0-88056-106-8 $7.95 pbk
Programming for the Commodore computer, the PET, VIC 20 and 64 models is covered as well as an introduction to the keyboard, flow charts, loops, variables and strings. There is an emphasis on writing BASIC game programs with graphics. Grades 4-6.

J001.6424 G131E
Galanter, Eugene. ELEMENTARY PROGRAMMING FOR KIDS IN BASIC. Putnam, 1983. ISBN 0-399-50938-0 $15.95
The text introduces and explains the functions of looping, branching, and displays. Educational and game programming exercises, ranging from simple to challenging are included. Grades 5-8.

J001.642 H435U
Herriott, John. USING & PROGRAMMING THE COMMODORE 64, INCLUDING READY TO RUN PROGRAMS. Tab Books, 1984. ISBN 0-8306-0712-9 $13.95
The strengths of this title are the step by step explanations and programs and the listing of many demonstration programs. Intermediate level BASIC programming is taught through arrays, sprites, subroutines and special tricks. Grades 6 up.

J001.642 H719L
Holland, Penny. LOOKING AT COMPUTER PROGRAMMING. Watts, 1984. ISBN 0-531-04876-4 $9.40
Programming concepts and terminology are explained simply through activities that can be done without a computer. Grades 2-4.

J001.6424 H719L
Holland, Penny. LOOKING AT LOGO. Watts, 1984.
ISBN 0-531-04875-6 $9.40
A collection of easy games and activities helps the early elementary child learn easy LOGO commands. A brief glossary defines words related to LOGO. Grades 2-4.

J001.6424 L199B
Lampton, Christopher. BASIC FOR BEGINNERS. Watts, 1984.
ISBN 0-531-04745-8 $8.90
An excellent introduction to programming in BASIC which builds from simple programs to ones that are complex. Grades 6 up.

J001.6424 L199C
Lampton, Christopher. COMPUTER LANGUAGES. Watts, 1983.
ISBN 0-531-046-38-9 $8.90
Brief information on several computer languages is presented here: ASSEMBLY, FORTRAN, COBOL, BASIC, PASCAL, AND LOGO. Grades 4-7.

J001.6424 L199P
Lampton, Christopher. PROGRAMMING IN BASIC. Watts, 1983.
ISBN 0-531-04644-3 $8.90
BASIC was originally developed as a language for teaching computer programming. Lampton explains how to write both simple and more sophisticated programs. Grades 4-7.

J001.6404 L329C
Larsen, Sally. COMPUTERS FOR KIDS: APPLE II PLUS EDITION.
Creative Computing, 1981. ISBN 0-916688-21-6 $5.95 pbk
The COMPUTERS FOR KIDS computer book is available in several editions, each for a different microcomputer. They introduce simple BASIC programming and computer operations and include a section for teachers and parents. Grades 3-5.

J001.6404 L329CA
Larsen, Sally. COMPUTERS FOR KIDS: ATARI EDITION.
Creative Computing, 1981. ISBN 0-916688-22-4 $5.95 pbk

J001.642 L329C
Larsen, Sally. COMPUTERS FOR KIDS: IBM-PC EDITION.
Creative Computing, 1983. ISBN 0-916688-56-9 $5.95 pbk

J001.6404 L329CT
Larsen, Sally. COMPUTERS FOR KIDS: TRS-80 EDITION.
Creative Computing, 1980. ISBN 0-916688-20-8 $5.95 pbk

J001.642 L669I
Lipson, Shelley. IT'S BASIC. Holt, 1982.
ISBN 0-03-061592-5 $8.95
The brief and very basic text introduces computers and their functions and five of the most introductory BASIC commands. Grades 3-5.

J001.6424 L669M
Lipson, Shelley. MORE BASIC. Holt, 1984.
ISBN 0-03-070722-6 $9.95
Lipson introduces eight more BASIC commands that build on the five she introduced in IT'S BASIC. Grades 4-6.

J001.642 M341P
Markle, Sandra. PROGRAMMER'S GUIDE TO THE GALAXY. Lothrop, 1984.
ISBN 0-688-03748-8 $9.55
Galactic adventures provide programming techniques in BASIC with games, trivia, and puzzles. A glossary and a command conversion table for the IBM, Apple, Commodore 64, VIC-20 and Timex 1000 are appended. Grades 7 up.

J001.6424 M83B
Morrill, Harriet. BASIC FOR IBM PERSONAL COMPUTERS.
Little Brown, 1984. ISBN 0-316-58402-9 $14.50 pbk
Beginning with an introduction to IBM commands and working through possible problems, the text discusses binary codes, BASIC commands, graphics, animation, music and various kinds of data files. Grades 7 up.

J001.6424 N416L
Neville, Liddy and Dowling, Carolyn. LET'S TALK APPLE TURTLE.
Reston, 1983. ISBN 0-8359-3995-2 $5.95 pbk
Learning LOGO is made easy through a series of numbered step-by-step activities, some using the computer and some not. There is a version of this book available for Commodore Turtle. Grades 2-5.

J001.6424 N648L
Neville, Liddy and Dowling, Carolyn. LET'S TALK COMMODORE TURTLE. Reston, 1984.
ISBN 0-8359-3997-9 $5.95 pbk

J001.6424 P227L
Parker, Pat. LOGO FUN. Scholastic, 1985.
ISBN 0-590-33243-0 $5.95 pbk
A series of easy LOGO programs for the Apple, Atari, or TI computers includes runs of the resulting graphic patterns. Grades 4-6.

J001.6443 R82L2
Ruane, Pat and Hyman, Jane. LOGO ACTIVITIES FOR THE COMPUTER: A BEGINNER'S GUIDE. Julian Messner, 1984.
ISBN 0-671-50634-X $9.79
A step by step approach with "check-up" and "think" paragraphs lead the student through primitive LOGO commands, repeats, variables and creative application of graphics. Grades 4-6.

J001.6424 SH69LP — Schneiderman, Ben. LET'S LEARN BASIC: A KIDS INTRODUCTION TO BASIC PROGRAMMING ON IBM PERSONAL COMPUTERS. Little Brown, 1984. ISBN 0-316-78726-4 $8.95 pbk
Schneiderman introduces children to IBM BASIC using stories, riddles, graphics, games, poetry, and simple computations. The title is also available for Atari, Apple and Commodore computers. Grades 4-6.

J001.6424 Y91A — Yule, David. APPLE LOGO FOR KIDS. Silver Burdett, 1984. ISBN 0-382-06843-2 $18.00
Students can learn commands to move Sam the turtle around the screen to make graphic patterns, to add color and to test for bugs. Conversion commands to three other versions of LOGO are appended. Grades 3-6.

PROGRAMS FOR INPUT

J794 C36TE — Chance, David. 25 EXCITING COMPUTER GAMES IN BASIC FOR ALL AGES. Silver Burdett, 1983. ISBN 0-382-06734-7 $23.95
David Chance presents twenty five ready-to-type program games that include a listing, sample run, flow chart and short narrative for each one. All are written for the TRS-80; some can be converted into PET and APPLE II programs. Grades 4 up.

J794.82 F832Q — Fox, Michael. QUICK 'N FUN GAMES FOR THE IBM PERSONAL COMPUTER. ARCsoft Publ., 1985. ISBN 0-86668-044-6 $8.95 pbk
Twenty five short program games are easy to type and fun to play in IBM BASIC. Listings and narratives are included. Grades 4 up.

J001.6425 H3650 — Heiserman, David. 101 PROGRAMMING SURPRISES AND TRICKS FOR YOUR APPLE II/IIE COMPUTER. Tab Books, 1984. ISBN 0-8306-1721-3 $14.00
The programs listed are not necessarily all games but are more like puzzles, jokes, and tricks. The listings are short and there are few narrative summaries. The title is also available for the Atari and IBM-PC. Grades 3 up.

J001.6425 H3650P — Heiserman, David. 101 PROGRAMMING SURPRISES AND TRICKS FOR YOUR ATARI COMPUTER. Tab Books, 1984. ISBN 0-8306-1731-0 $14.00

J001.6425 H3650S — Heiserman, David. 101 PROGRAMMING SURPRISES AND TRICKS FOR YOUR IBM-PC COMPUTER. Tab Books, 1984. ISBN 0-8306-1711-6 $14.00

J794
L668B
Lipscomb, Susan Drake and Margaret Ann Zuanich. BASIC FUN: COMPUTER GAMES, PUZZLES, AND PROBLEMS CHILDREN CAN WRITE. Avon, 1982. ISBN 0-380-80606-1 $3.95 pbk
The easy-to-follow guide will serve as an introduction to BASIC through game and puzzle examples that give experience with each program command. The programs have been tested on several microcomputers available today. Grades 4 up.

J794
M313CO
Manes, Stephen. COMPUTER OLYMPICS. Scholastic, 1984. ISBN 0-590-33176-0 $4.95 pbk
Thirty-nine sports programs are ready to type and are adapted for eight different computers with ample discussion of how to debug a program. Grades 4 up.

J001.542
R144C
Ramella, Richard. COMPUTER CARNIVAL: SIXTY PROGRAMS FOR STARTERS. Wayne Green, 1982. ISBN 0-88006-055-7 $16.95 pbk
The language of these 60 ready-to-be-copied programs is TRS Level II BASIC. They are listed from the shortest to the longest and include word games, codes and number tricks. The introduction to each program creates interest in it and the style is personal and engaging. Grades 4 up.

J502.85425
SCI27
Speitel, Tom. SCIENCE COMPUTER PROGRAMS FOR KIDS AND OTHER PEOPLE (APPLE II VERSION). Reston, 1984. ISBN 0-8359-6901-0 $12.95 pbk
The student can experiment with programs in astronomy, biology, chemistry, hydraulics, mapping, psychology or waves. A short introduction is followed by the 10-400 line program listing. This title is also available in a Commodore 64 and VIC 20 computer version. Grades 4 up.

J502.85425
SCI272
Speitel, Tom. SCIENCE COMPUTER PROGRAMS FOR KIDS AND OTHER PEOPLE (COMMODORE 64 AND VIC 20 VERSION). Reston, 1984. ISBN 0-8359-6903-7 $12.95 pbk

J001.642
W583E
White, Fred. EASY APPLE COMPUTER PROGRAMS. ARCsoft Publ., 1985. ISBN 0-86668-047-0 $8.95 pbk
A sampling of programs for the Apple will accomplish tasks such as computing commissions, interests and percentages. There are also number games, geography quizzes, etc. Grades 4 up.

J001.6443 Z81B — Zuanich, Margaret Ann and Susan Drake Lipscomb. BASIC FUN WITH GRAPHICS, THE APPLE WAY. Avon, 1983.
ISBN 0-380-85043-5 $3.95 pbk
A series of computer graphics listings for the Apple in BASIC includes the programs: Bugs, Christmas Tree, Candy Jar, and Rocket Ship. Other books in the series are similar for the IBM/PC and the Atari. Grades 4 up.

J001.553 Z81B — Zuanich, Margaret. BASIC FUN WITH GRAPHICS, THE ATARI WAY. Avon, 1983. ISBN 0-380-85050-8 $3.95 pbk

J001.6443 Z81BI — Zuanich, Margaret Ann and Susan Drake Lipscomb. BASIC FUN WITH GRAPHICS, THE IBM/PC WAY. Avon, 1983. ISBN 0-380-85068-0 $3.95 pbk